

MoCap Soldier Polish Checklist & Grading Rubric

Criteria	Points
Original animation clips blend well with each other	5
The idle animation is subtle & shows the character peering over their shoulder before the walk	5
Walk down hallway has all the key poses from basic walk cycle, especially in the root motion	15
The moment the character is hit is apparent. The headshot is quick and shows the soldier's head affected based on the original motion capture data.	10
Character falls with good weight and pushed timing	10
Gun falls naturally with good weight and timing (gun leaves hands) Gun moves naturally based on pivot when it hits the ground.	5
All limbs have good recoil when character hits the ground	5
There are no jitters/hitches in the animation overall	10
No geometry clipping through the set or the character itself	5
No foot sliding	5
There are smooth and apparent arcs in the root	5
There are smooth and apparent arcs in the gun	5
Fingers are animated	5
Soldier has textures on	5
Two HD720 playblasts with different views are submitted (with anti-aliasing & ambient occlusion turned on). Syncsketch link with all passes & polish playblasts are submitted to the appropriate forum thread.	5